Computational Fairy Tales By Jeremy Kubica

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Computational Fairy Tales By Jeremy Kubica *2024-02-24*

MARIANA MATTHEWS

Expanding Student Assessment Penguin
Meet Frank Runtime. Disgraced ex-detective. Hard-boiled private eye. Search expert. When a robbery hits police headquarters, it's up to Frank Runtime and his extensive search skills to catch the culprits. In this detective story, you'll learn how to use algorithmic tools to solve the case. Runtime scours smugglers' boats with binary search, tails spies with a search tree, escapes a prison with depth-first search, and picks locks with priority queues. Joined by know-it-all rookie Officer Notation and inept tag-along Socks, he follows a series of leads in a best-first search that unravels a deep conspiracy. Each chapter introduces a thrilling twist matched with a new algorithmic concept, ending with a technical recap. Perfect for computer science students and amateur sleuths alike, The CS Detective adds an entertaining twist to learning algorithms. Follow Frank's mission and learn: –The algorithms behind best-first and depth-first search, iterative deepening, parallelizing, binary search, and more –Basic computational concepts like strings, arrays, stacks, and queues –How to adapt search algorithms to unusual data structures –The most efficient algorithms to use in a given situation, and when to apply common-sense heuristic methods
Lauren Ipsum Macmillan
The economics profession has become a favourite punching bag in the aftermath of the global financial crisis. Economists are widely reviled and their influence derided by the general public. Yet their services have never been in greater demand. To unravel the paradox, we need to understand both the strengths and weaknesses of economics. This book offers both a defence and critique of economics. Economists' way of thinking about social phenomena has greatadvantages. But the flexible, contextual nature of economics is also its Achilles' heel in the hands of clumsy practitioners.
Everything you need to know about the coming AI. A Ladybird Expert Book MIT Press
A New York Public Library Best Book of 2017 Perfect for aspiring coders everywhere, Girl Code is the story of two teenage tech phenoms who met at Girls Who Code summer camp, teamed up to create a viral video game, and ended up becoming world famous. The book also includes bonus content to help you start coding! Fans of funny and inspiring books like Maya Van Wagenen's Popular and Caroline Paul's Gutsy Girl will love hearing about Andrea "Andy" Gonzales and Sophie Houser's journey from average teens to powerhouses. Through the success of their video game, Andy and Sophie got unprecedented access to some of the biggest start-ups and tech companies, and now they're sharing what they've seen. Their video game and their commitment to inspiring young women have been covered by the Huffington Post, Buzzfeed, CNN, Teen Vogue, Jezebel, the Today show, and many more. Get ready for an inside look at the tech industry, the true power of coding, and some of the amazing women who are shaping the world. Andy and Sophie reveal not only what they've learned about opportunities in science and technology but also the true value of discovering your own voice and creativity. A Junior Library Guild selection A Children's Book Council Best STEM Trade Book for Students K-12
Culinary Linguistics Princeton University Press
"A mystery novel for computer science students and enthusiasts that introduces the concepts behind search algorithms and data structures. Each chapter teaches a new concept, ending with a technical explanation"--
Search Algorithms Jeremy Kubica
Lauren Ipsum is a whimsical journey through a land where logic and computer science come to life. Meet Lauren, an adventurer lost in Userland who needs to find her way home by solving a series of puzzles. As she visits places like the Push & Pop Café and makes friends with people like Hugh Rustic and the Wandering Salesman, Lauren learns about computer science without even realizing it—and so do you! Read Lauren Ipsum yourself or with someone littler than you, then flip to the notes at the back of the book to learn more about logic and computer science in the real world. Suggested for ages 10+
The Power to Predict Who Will Click, Buy, Lie, or Die MIT Press
How Hansel and Gretel, Sherlock Holmes, the movie Groundhog Day, Harry Potter, and other familiar stories illustrate the concepts of computing. Picture a computer scientist, staring at a screen and clicking away frantically on a keyboard, hacking into a system, or perhaps developing an app. Now delete that picture. In Once Upon an Algorithm, Martin Erwig explains computation as something that takes place beyond electronic computers, and computer science as the study of systematic problem solving. Erwig points out that many daily activities involve problem solving. Getting up in the morning, for example: You get up, take a shower, get dressed, eat breakfast. This simple daily routine solves a recurring problem through a series of well-defined steps. In computer science, such a routine is called an algorithm. Erwig illustrates a series of concepts in computing with examples from daily life and familiar stories. Hansel and Gretel, for example, execute an algorithm to get home from the forest. The movie Groundhog Day illustrates the problem of unsolvability; Sherlock Holmes manipulates data structures when solving a crime; the magic in Harry Potter's world is understood through types and abstraction; and Indiana Jones demonstrates the complexity of searching. Along the way, Erwig also discusses representations and different ways to organize data; "intractable" problems; language, syntax, and ambiguity; control structures, loops, and the halting problem; different forms of recursion; and rules for finding errors in algorithms. This engaging book explains computation accessibly and shows its relevance to daily life. Something to think about next time we execute the algorithm of getting up in the morning.
The History and Future of Mind-Expanding Technology Oxford University Press
"Code is the 21st century literacy and the need for people to speak the ABCs of Programming is imminent." --Linda Liukas Meet Ruby--a small girl with a huge imagination. In Ruby's world anything is possible if you put your mind to it. When her dad asks her to find five hidden gems Ruby is determined to solve the puzzle with the help of her new friends, including the Wise Snow Leopard, the Friendly Foxes, and the Messy Robots. As Ruby stomps around her world kids will be introduced to the basic concepts behind coding and programming through storytelling. Learn how to break big problems into small problems, repeat tasks, look for patterns, create step-by-step plans, and think outside the box. With hands-on activities included in every chapter, future coders will be thrilled to put their own imaginations to work.
Computing for Ordinary Mortals HarperCollins
This book predominately covers Microservices architecture with real-world example which can help professionals with ease of adoption of this technology. Following the trend of modularity in real world, the idea behind Microservice by Examples is to allow developers to build their applications from various independent components which can be easily changed, removed or upgraded. Also, it is relevant now because of enterprises are moving towards DevOps/ Modernization, this book will emphasize on containers and Dockers as well.
Using Design Thinking to Boost Creativity and Bring Out the Maker in Every Students Thames & Hudson
In Theater as Data, Miguel Escobar Varela explores the use of computational methods and digital data in theater research. He considers the implications of these new approaches, and explains the roles that statistics and visualizations play. Reflecting on recent debates in the humanities, the author suggests that there are two ways of using data, both of which have a place in theater research. Data-driven methods are closer to the pursuit of verifiable results common in the sciences; and data-assisted methods are closer to the interpretive traditions of the humanities. The book surveys four major areas within theater scholarship: texts (not only playscripts but also theater reviews and program booklets); relationships (both the links between fictional characters and the collaborative networks of artists and producers); motion (the movement of performers and objects on stage); and locations (the coordinates of performance events, venues, and touring circuits). Theater as Data examines important contributions to theater studies from similar computational research, including in classical French drama, collaboration networks in Australian theater, contemporary Portuguese choreography, and global productions of Ibsen. This overview is complemented by short descriptions of the author's own work in the computational analysis of theater practices in Singapore and Indonesia. The author ends by considering the future of computational theater research, underlining the importance of open data and digital sustainability practices, and encouraging readers to consider the benefits of learning to code. A web companion offers illustrative data, programming tutorials, and videos.
Games, Magic and Puzzles to Help You Become a Computational Thinker Open Road Media
In this original, sweeping, and intimate biography, Gleick moves between a comprehensive historical portrait and a dramatic focus on Newton's significant letters and unpublished notebooks to illuminate the real importance of his work.
Girl Code John Wiley & Sons
"Mesmerizing & fascinating..." —The Seattle Post-Intelligencer "The Freakonomics of big data." —Stein Kretsinger, founding executive of Advertising.com Award-winning | Used by over 30 universities | Translated into 9 languages An introduction for everyone. In this rich, fascinating — surprisingly accessible — introduction, leading expert Eric Siegel reveals how predictive analytics (aka machine learning) works, and how it affects everyone every day. Rather than a "how to" for hands-on techies, the book serves lay readers and experts alike by covering new case studies and the latest state-of-the-art techniques. Prediction is booming. It reinvents industries and runs the world. Companies, governments, law enforcement, hospitals, and universities are seizing upon the power. These institutions predict whether you're going to click, buy, lie, or die. Why? For good reason: predicting human behavior combats risk, boosts sales, fortifies healthcare, streamlines manufacturing, conquers spam, optimizes social networks, toughens crime fighting, and wins elections. How? Prediction is powered by the world's most potent, flourishing unnatural resource: data. Accumulated in large part as the by-product of routine tasks, data is the unsalted, flavorless residue deposited en masse as organizations churn away. Surprise! This heap of refuse is a gold mine. Big data embodies an extraordinary wealth of experience from which to learn. Predictive analytics (aka machine learning) unleashes the power of data. With this technology, the computer literally learns from data how to predict the future behavior of individuals. Perfect prediction is not possible, but putting odds on the future drives millions of decisions more effectively, determining whom to call, mail, investigate, incarcerate, set up on a date, or medicate. In this lucid, captivating introduction — now in its Revised and Updated edition — former Columbia University professor and Predictive Analytics World founder Eric Siegel reveals the power and perils of prediction: What type of mortgage risk Chase Bank predicted before the recession. Predicting which people will drop out of school, cancel a subscription, or get divorced before they even know it themselves. Why early retirement predicts a shorter life expectancy and vegetarians miss fewer flights. Five reasons why organizations predict death — including one health insurance company. How U.S. Bank and Obama for America calculated the way to most strongly persuade each individual. Why the NSA wants all your data: machine learning supercomputers to fight terrorism. How IBM's Watson computer used predictive modeling to answer questions and beat the human champs on TV's Jeopardy! How companies ascertain untold, private truths — how Target figures out you're pregnant and Hewlett-Packard deduces you're about to quit your job. How judges and parole boards rely on crime-predicting computers to decide how long convicts remain in prison. 182 examples from Airbnb, the BBC, Citibank, ConEd, Facebook, Ford, Google, the IRS, LinkedIn, Match.com, MTV, Netflix, PayPal, Pfizer, Spotify, Uber, UPS, Wikipedia, and more. How does predictive analytics work? This jam-packed book satisfies by demystifying the intriguing science under the hood. For future hands-on practitioners pursuing a career in the field, it sets a strong foundation, delivers the prerequisite

knowledge, and whets your appetite for more. A truly omnipresent science, predictive analytics constantly affects our daily lives. Whether you are a consumer of it — or consumed by it — get a handle on the power of Predictive Analytics.

The Universal Machine Springer Science & Business Media

Algorithmic puzzles are puzzles involving well-defined procedures for solving problems. This book will provide an enjoyable and accessible introduction to algorithmic puzzles that will develop the reader's algorithmic thinking. The first part of this book is a tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies — exhaustive search, backtracking, divide-and-conquer and a few others — are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are methods for investigating such procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem solving. The second and main part of the book contains 150 puzzles, from centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and teachers of algorithm courses, and persons expecting to be given puzzles during job interviews.

Little Red Wolf Psychology Press

The computer unlike other inventions is universal; you can use a computer for many tasks: writing, composing music, designing buildings, creating movies, inhabiting virtual worlds, communicating... This popular science history isn't just about technology but introduces the pioneers: Babbage, Turing, Apple's Wozniak and Jobs, Bill Gates, Tim Berners-Lee, Mark Zuckerberg. This story is about people and the changes computers have caused. In the future ubiquitous computing, AI, quantum and molecular computing could even make us immortal. The computer has been a radical invention. In less than a single human life computers are transforming economies and societies like no human invention before.

So You Think There Is No Santa Claus No Starch Press

A writer finds himself trapped in an isolated village where anything imagined becomes reality in this wildly inventive contemporary fantasy Hoping to write his book in quiet and seclusion, Horton Smith has returned home to Pilot Knob. Here, in the tiny village where he passed so many carefree childhood years, he is untroubled by the pressures of the big city and can freely answer the call of his muse. Of course, back in the city Horton didn’t have to run from dinosaurs. There were no cartoon hillbillies offering him moonshine, Don Quixote was content to confine himself to the pages of a book, and the Devil himself was not on Horton’s tail. Something very, very unusual is going on in Pilot Knob, and Horton Smith is determined to get to the bottom of it—if his own imagination doesn’t kill him first! In Out of Their Minds, science fiction Grand Master Clifford D. Simak changes gears, treating his readers to a delightfully satiric flight of fancy and fantasy. An award-winning author renowned for his remarkable visions of the future, Simak brings creatures and characters from humankind’s collective imagination to breathtaking life in this fast-moving and unforgettable tale.

Launch Springer Nature

Covers student assessment.

Tools for Thought BCS, The Chartered Institute for IT

Foundations of Economics breathes life into the discipline by linking key economic concepts with wider debates and issues. By bringing to light delightful mind-teasers, philosophical questions and intriguing politics in mainstream economics, it promises to enliven an otherwise dry course whilst inspiring students to do well. The book covers all the main economic concepts and addresses in detail three main areas: * consumption and choice * production and markets * government and the State. Each is discussed in terms of what the conventional textbook says, how these ideas developed in historical and philosophical terms and whether or not they make sense. Assumptions about economics as a discipline are challenged, and several pertinent students' anxieties ('Should I be studying economics?') are discussed.

Theater as Data CreateSpace

In a highly engaging style, Rheingold tells the story of what he calls the patriarchs, pioneers, and infonauts of the computer, focusing in particular on such pioneers as J. C. R. Licklider, Doug Engelbart, Bob Taylor, and Alan Kay. The digital revolution did not begin with the teenage millionaires of Silicon Valley, claims Howard Rheingold, but with such early intellectual giants as Charles Babbage, George Boole, and John von Neumann. In a highly engaging style, Rheingold tells the story of what he calls the patriarchs, pioneers, and infonauts of the computer, focusing in particular on such pioneers as J. C. R. Licklider, Doug Engelbart, Bob Taylor, and Alan Kay. Taking the reader step by step from nineteenth-century mathematics to contemporary computing, he introduces a fascinating collection of eccentrics, mavericks, geniuses, and visionaries. The book was originally published in 1985, and Rheingold's attempt to envision computing in the 1990s turns out to have been remarkably prescient. This edition contains an afterword, in which Rheingold interviews some of the pioneers discussed in the book. As an exercise in what he calls "retrospective futurism," Rheingold also looks back at how he looked forward.

Hello Ruby: Adventures in Coding Penguin UK

What would old fairy tales have been like had the women been more empowered? What would have happened had Red Riding Hood been the hunter and the Big Bad Wolf been in love with her? What would have happened had Goldilocks been made into an indentured servant to pay for the damage she had done to the Three Bear's house? What if Prince Charming was an incompetent jerk and Rapunzel knew exactly what she was doing when she decided to seduce him in order to escape her tower? Gather around the fire and listen to old tales from the tongue of yet another bard. Meet Selena, who didn't want to be born a girl. It's inconvenient, complicated and frustrating. She would rather be out hunting in the forest than looking for a husband and producing babies. No one understood why it was so hard for her to do what was expected of her. She thinks life would be so much easier if she were a wolf. She goes with her father to find out why all the wildlife is disappearing. In order to put her father's mind at ease, she encourages him to treat her as a son, and he christens her with a new name: Faolan, Little Wolf.

Second Edition Routledge

Computational Fairy TalesJeremy Kubica

A Wolf in Sheep's Clothing BPB Publications

'I propose to consider the question, 'Can machines think?' Alan Turing (1950) Part of the ALL-NEW Ladybird Expert series. This book is for everyone living in the age of Artificial Intelligence. And this is an accessible and authoritative introduction to one of the most important conversations of our time . . . Written by computer scientist Michael Wooldridge, Artificial Intelligence chronicles the development of intelligent machines, from Turing's dream of machines that think, to today's digital assistants like Siri and Alexa. AI is not something that awaits us in the future. Inside you'll learn how we have come to rely on embedded AI software and what a world of ubiquitous AI might look like. What's inside? - The British mathematician Alan Turing - Can machines 'understand'? - Logical and Behavioural AI - The reality of AI today - AI tomorrow - And much more . . . For an adult readership, the Ladybird Expert series is produced in the same iconic small hardback format pioneered by the original Ladybirds. Each beautifully illustrated book features the first new illustrations produced in the original Ladybird style for nearly forty years.